

I WAS A TEENAGE ZOMBIE!

**MIDWESTERN YOUTH TELLS
HOW INFOCOM DEPROGRAMMING
BROUGHT HIM BACK
FROM A LIVING DEATH.**

"IT GOT SO I COULDN'T LET GO," confesses John Carlson of Hickory Falls, Iowa. "My hands were welded to my joystick 24 hours a day. Blisters covered both my thumbs, my wrists ached, my eyes throbbled . . ." It had started as mindless play for young Johnny. But

now it was turning his mind to green jelly.

Finally, concerned relatives decided to seek help. Johnny remembers: "I'd passed out after 63 million points—I forget which game. When I came to, I saw a personal computer in my room,

with an Infocom game in the disk drive. I just sat there, numb, staring at the words on the screen."

Then—the revelation. "There was like this voice inside the computer, talking to my imagination. Suddenly, I was inside the story. I'd never experienced anything like it—challenging puzzles, realistic people, true dangers. Infocom had plugged into my mind, and shot me into a whole new dimension."

"Sure, I still play video games. But now I know there's more to life than joysticks."

Johnny's folks agree. "We've got our boy back," says Mrs. Carlson, "thanks to Infocom."

We can't save all the Johnnies. But many can still be reached through the remarkable prose of such Infocom games as ZORK®, DEADLINE™, The WITNESS™, INFIDEL™, PLANET-FALL™, and ENCHANTER™. So please—before it's too late—step up to Infocom. All words. No pictures. The secret regions of your mind are beckoning. A new dimension is in there waiting for you.

(For more information on Infocom games, contact: Infocom, Inc., P.O. Box 855, Garden City, NY 11530.)

INFOCOM™
The next dimension.

For your: Apple II, Atari, Commodore 64, CP/M 8, DEC Rainbow, DEC RT-11, IBM, MS-DOS 2.0, NEC APC, NEC PC-8000, Osborne, TI Professional, TI 99/4A, TRS-80 Model I, TRS-80 Model III.

